

NETHERMANTIC SPELLS

INTERNET ARCHIVE

A Web Resource

A Tableau Infractus Fanzine Web Resource

Contact Information:

Every Card maintains a link to the Website from which it originated.



Tableau Infractus PDF archive http://www.4shared.com/dir/28316 119/e26be9b/sharing.html



Tableau Infractus Facebook
http://www.facebook.com/pages/Ta
bleau-Infractus/197354213625244

How to contact me: Tableau.Infractus@ yahoo.com

In the subject line please include one of the following:

Complaint: if you dislike something
Comment: if you have something to say
Request: if you want something included
Question: if you need clarification
Subscribe: for notification of each release

This is a Tableau Infractus PDF library archive. It is produced to highlight works produced by others and formatted to be an archive should the original source be lost from the internet.

CREDITS

Layout Design & Editing
Andrew Tobin

Cover Design Andrew Tobin

Disclaimer: Earthdawn is a Registered Trademark of FASA Corporation. Original Earthdawn material © 1994-2011 by FASA Corporation & Redbrick Limited. All Rights Reserved. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

All content in this production belongs to its original creators.

This is a work by a fan for fans.

Presented by Tableau Infractus Fanzine.

Archival Note

INTRODUCTION

One evening in a fit of insanity brought on by the flu, cold medication, and insomnia I had a brilliant idea. "I should check out all of my old Earthdawn links and see if they still work, and maybe if there are new links I'll add them to my list" I suppose that alone would have been a reasonable idea. But somewhere about 3 am and a bottle of Nyqil later I thought, very clearly I might add, "Wow I should make cards for all the spells that I come across." What you have on your screen is the results of that fevered thought.

The <u>Earthdawn Spell Cards</u> by <u>Maskhim can be found</u> on the <u>Earthdawn Blog</u>. They are "fill them yourself" little forms to keep track of spells, a really nifty idea. I used them to standardize the myriad of spells I came across. Ok not them specifically but I based the resulting cards on them. I had to try to keep the file size down.

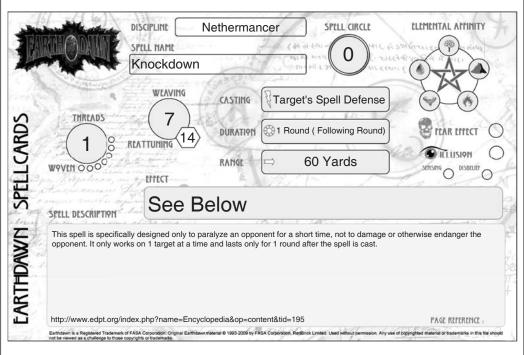
This book is for only one magician branch. That is because it made sense to me and it allowed for a fairly reasonable file size. Every spell in this collection is available for free on line as of the date of this release. If you so desired, you too could spend the hours combing the web and transcribing the spells in your own file. Or you can use this one. There are advantages to both.

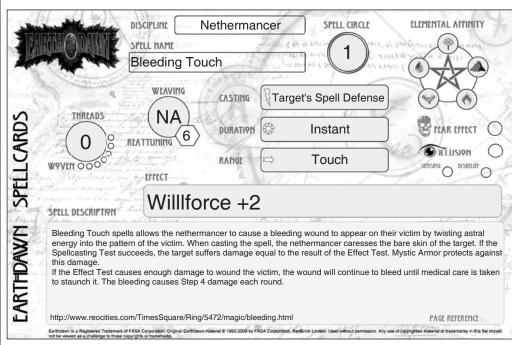
Every spell has a link to the site is originates from located at the bottom of the card. Go to the sites of the spells you like. Tell the creators that you like the spells. Players that share what they produce inspire other players and they like to hear if they have had an impact. Hopefully, next year there will be more new spells and a reason to produce a new internet archive.

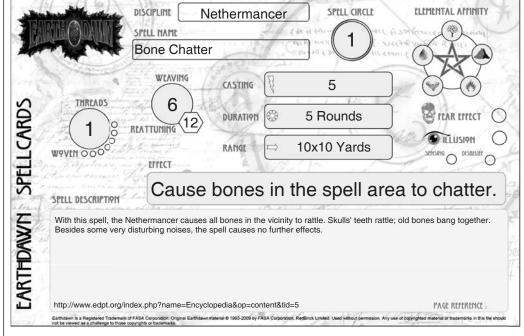
If you have a spell and want to include it in the next archive, or you know of a spell on line that did not make it in to this one, feel free to let me know about it.

I am not much of a translator so there are no spells from the non-English speaking community in this archive. Perhaps I can rectify that at a later date.

All the spells are in Order of Circle and then alphabetically within the circle for easy browsing. Enjoy this resource.





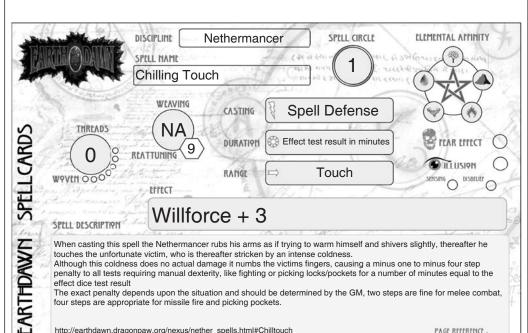




is not bright enough to be able to see in darkness but it will keep a person from hiding in shadows: reduce the effective Skill or Talent of the target by 1 for each level of success by which the spellcaster succeeded (i.e., -1 Step for an Average success, -2 step for a Good success, etc). This spell causes 1 point of Strain for any targets made entirely of shadow in addition to illuminating them; this includes Shadow Hunters (p.33, AM) and other entities summoned by magicians.

Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1993-2009 by FASA Corporation, Restincts Limited Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyright or trademarks.

http://historiophilosophy.freehostia.com/earthdawn/grimoire/cant-hide-in-shadows.htm



Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown insterial © 1993-2009 by FASA Corporation, Redirick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights of trademarks.

PAGE REFERENCE

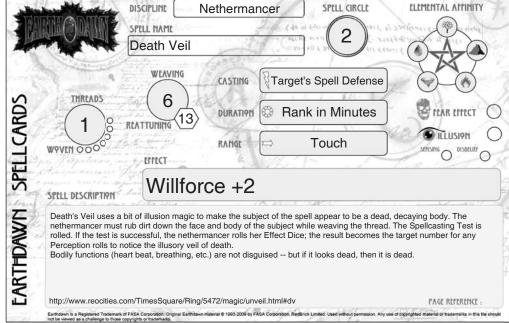
http://earthdawn.dragonpaw.org/nexus/nether_spells.html#Chilltouch

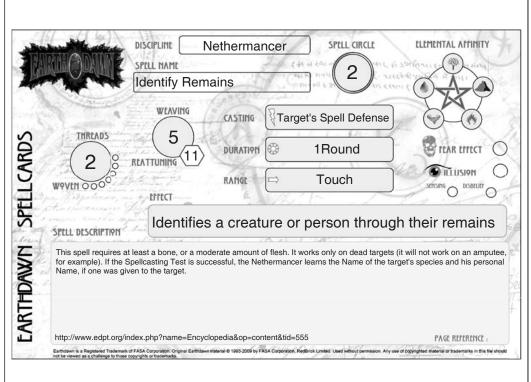
http://historiophilosophy.freehostia.com/earthdawn/grimoire/false-wounds.htm

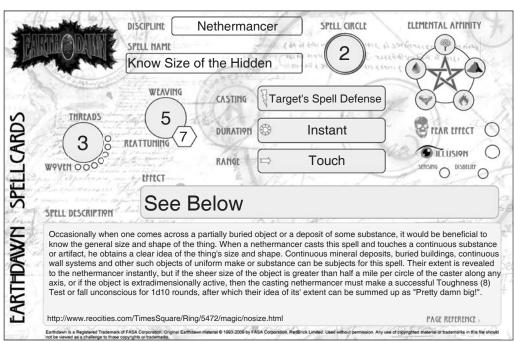


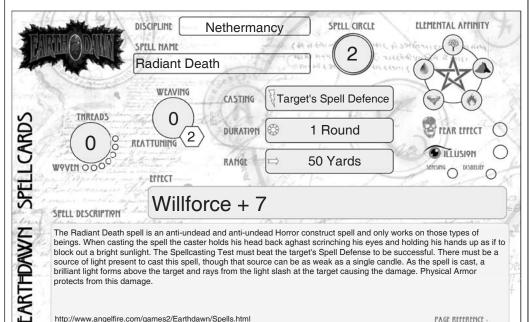


Earthdown is a Registered Trademark of FASA Corporation. Original Eurthdown material © 1993-2009 by FASA Corporation, Restincts Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyright or trademarks.





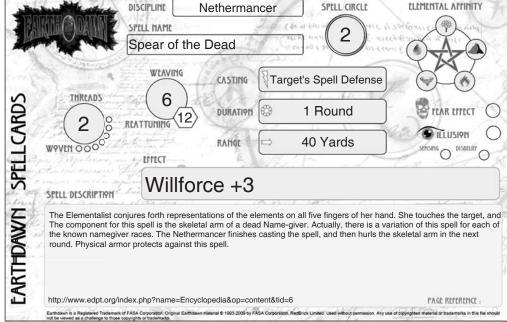


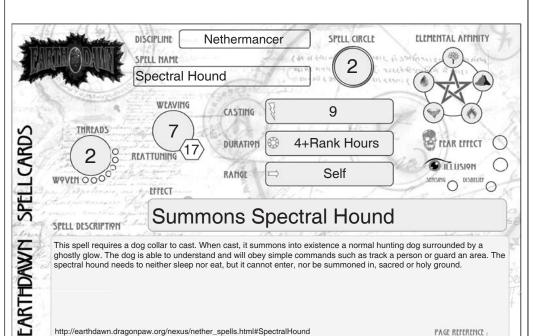


Earthdown is a Registered Trademark of FASA Corporation. Original Eurthdown material © 1993-2009 by FASA Corporation, Restincts Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyright or trademarks.

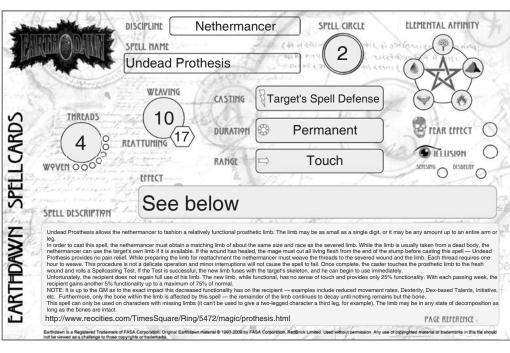
protects from this damage.

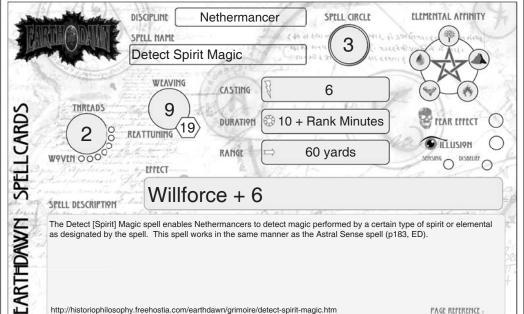
http://www.angelfire.com/games2/Earthdawn/Spells.html





Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1993-2000 by FASA Corporation, Restricts Limited. Used without permission. Any use of copyrighted material or trademarks in the file should not be viewed as a challenge to those copyrights or trademarks.





Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1903-2009 by FASA Corporation, RedBrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

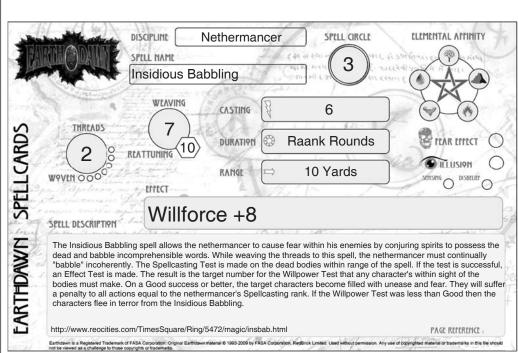


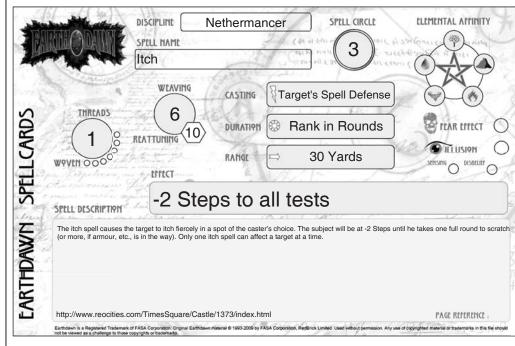
of any object or creature specifically. The image could be, for example, a white rose, but could not be a red and blue paisley smock manufactured in Ildrisa. The image does not have to be a picture, but can be a simple concept or feeling; for example "Doom lurks here," or "Big apples yonder." Any sufficiently simple concept can be set into the spell. The dweomer remains passive within the object until a creature touches it, at which point the image manifests in their mind. Their reaction may

vary; although they may not associate the image with the thing touched, they are aware that a distinct "something" has happened to deliver this mental message. The nature of the image also affects their reactions; the image of a pink bunny is less disturbing than that of a looming fleshy skull. Inexplicable Image is often made permanent by nethermancers for various reasons. First, so that every namegiver touching the object receives the same image. Secondly, it is often incorporated into the enchantments of a magic item (often swords) to add a little personality.

http://www.reocities.com/TimesSquare/Ring/5472/magic/Ineximage.html

Earthdown is a Registered Trademark of FASA Corporation, Original Earthdown material © 1993-2009 by FASA Corporation, RedBrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.







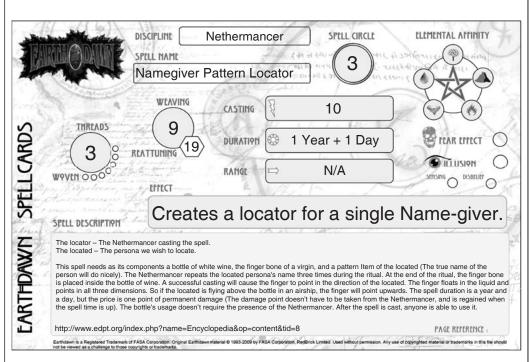
Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown inlaterial © 1993-2009 by FASA Corporation, Restlinick Limited. Used without permission. Any use of copyrighted inlaterial or trademarks in this file should not be viewed as a challenge to those copyright or trademarks.

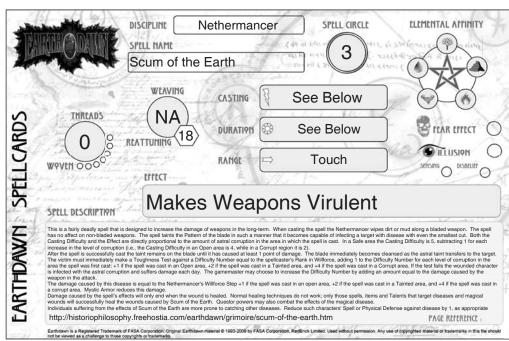


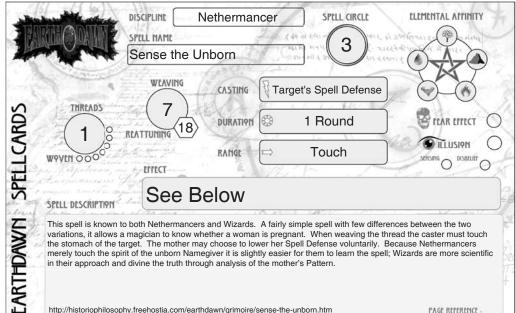
the target's life force and transfer it to his or her own self. The efficiency of the Life Tap is dependent upon the caster's success against the Target's Spell Defense. Roll the Effect Dice to determine the amount of life drained from the target. If the caster achieved an Average Success on his or her Spellcasting Test then only 25% of the drained life is transferred to the caster and the rest is lost. Note that the caster cannot receive more life than his or her own current Death Rating. On a Good Success up to 50% of the drained life is transferred to the caster and the rest is lost. On an Excellent Success, up to 75% of the drained life is transferred to the caster. On an Extraordinary Success, up to 100% of the drained life is transferred to the caster. Note that Mystic Armor does protect against the amount of life drained by this spell.

http://www.earthdawnhaven.com/?page_id=77

Earthdawn is a Registered Trademark of FASA Corporation. Original Earthdawn material © 1993-2009 by FASA Corporation, Register, Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.







merely touch the spirit of the unborn Namegiver it is slightly easier for them to learn the spell; Wizards are more scientific

Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1903-2009 by FASA Corporation, RedBrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

in their approach and divine the truth through analysis of the mother's Pattern.

http://historiophilosophy.freehostia.com/earthdawn/grimoire/sense-the-unborn.htm



EARTHDAWN casting the spell, the other bone circle is destroyed. The benefit to this spell is that weaving the threads for this bone circle does not take any additional time, allowing the bone circle to be rapidly recreated and moved around to wherever the Nethermancer is currently located.

http://www.edpt.org/index.php?name=Encyclopedia&op=content&tid=556

Earthdawn is a Registered Trademark of FASA Corporation. Original Earthdawn material © 1993-2009 by FASA Corporation, Refillrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.



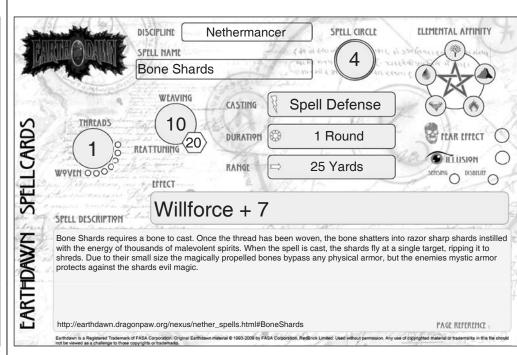
success the opponent suffers the same effects as if he were affected from an unsuccessful Bone Dance spell. If the caster scores good or better however the "alien" is curled into a small ball, and unable to move or take any physical action. This "ball of bones" may then be rolled over a cliff or a fire or something like that.

http://earthdawn.dragonpaw.org/nexus/nether_spells.html#Bonebind

http://www.cfar.umd.edu/~keverill/Games/Earthdawn/Spells/Cleanse.html

PAGE REFERENCE

Earthdawn is a Registered Trademark of FASA Corporation. Original Earthdawn inlateral © 1993-2009 by FASA Corporation, Restarcis, Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyright or flademarks.



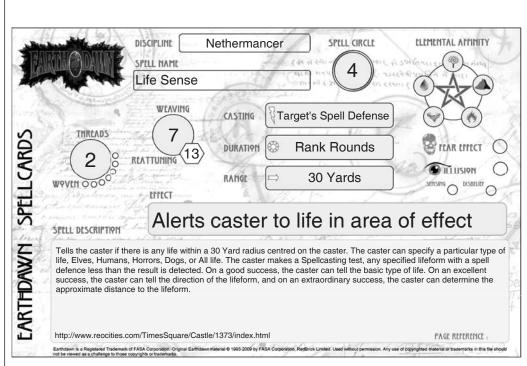


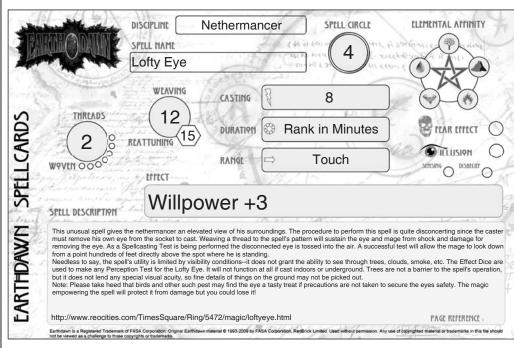
Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1903-2009 by FASA Corporation, RedBrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

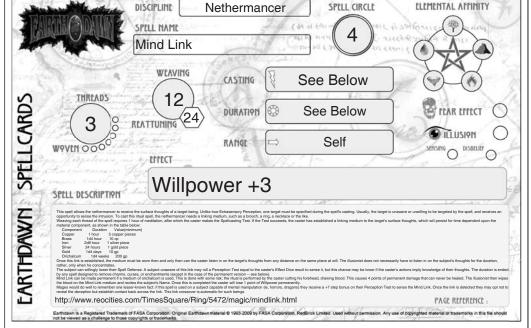


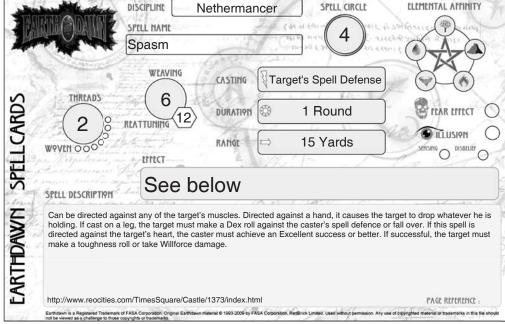
Earthdawn is a Registered Trademark of FASA Corporation. Original Earthdawn material © 1993-2009 by FASA Corporation, Register, Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

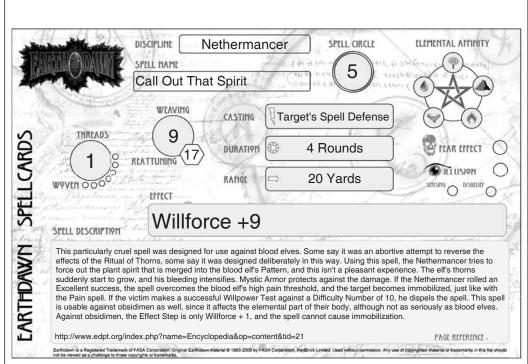
http://www.reocities.com/TimesSquare/Ring/5472/magic/cretritem.html

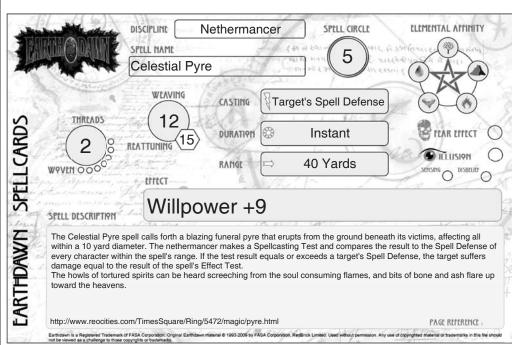


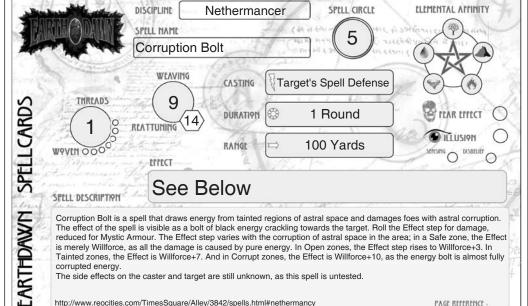








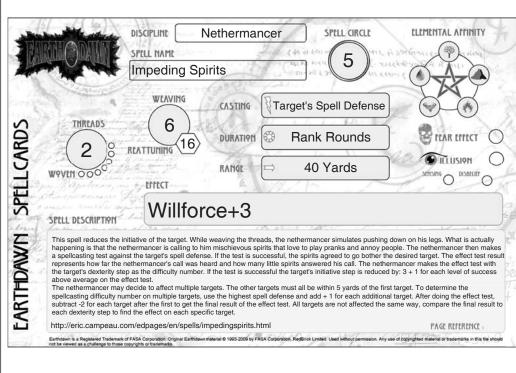


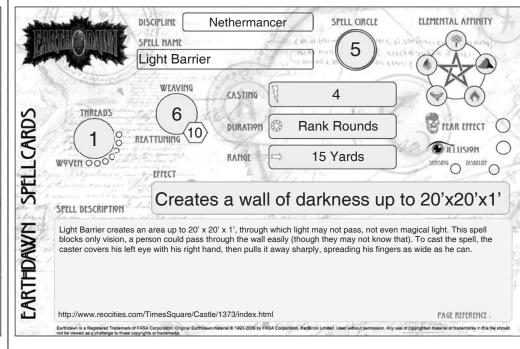


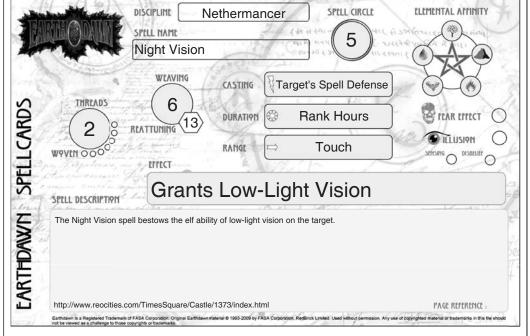
Earthdown is a Registered Trademark of FASA Corporation. Original Eurthdown material © 1993-2009 by FASA Corporation, Restincts Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyright or trademarks.

http://www.reocities.com/TimesSquare/Alley/3842/spells.html#nethermancy

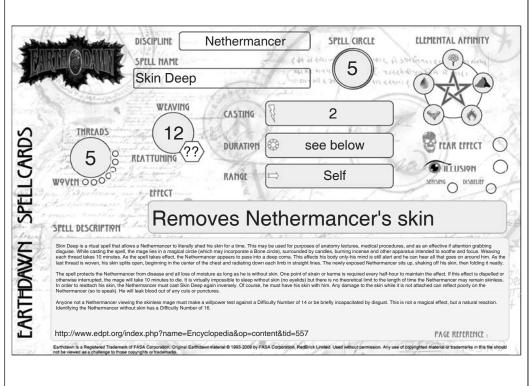


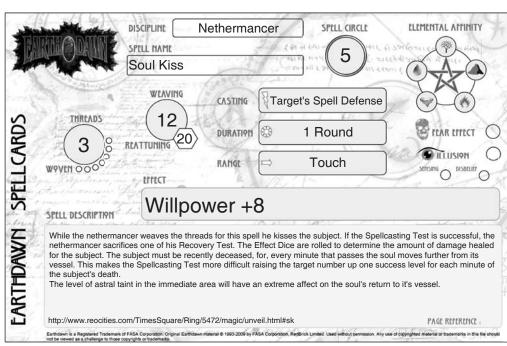












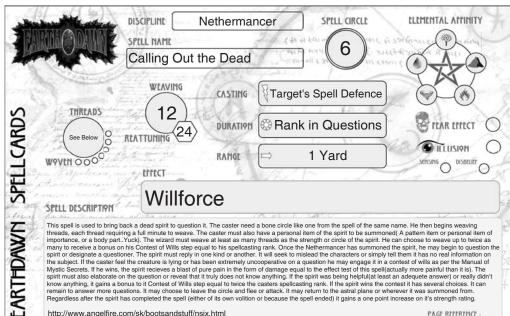


Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1903-2009 by FASA Corporation, RedBrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

PAGE REFERENCE

http://www.reocities.com/TimesSquare/Castle/1373/newspels.html





threads, each thread requiring a full minute to weave. The caster must also have a personal item of the spirit to be summoned(A pattern item or personal item of importance, or a body part...Yuck). The wizard must weave at least as many threads as the strength or circle of the spirit. He can choose to weave up to twice as many to receive a bonus on his Contest of Wills step equal to his spellcasting rank. Once the Netheranneer has summoned the spirit, he may begin to question the spirit or designate a questioner. The spirit must reply in one kind or another. It will seek to mislead the characters or simply tell them it has no real information on the subject. If the caster feel the creature is lying or has been extremely uncooperative on a question he may engage it in a contest of wills as per the Manual of Mystic Secrets. If he wins, the spirit recieves a blast of pure pain in the form of damage equal to the effect test of this spell(actually more painful than it is). The spirit must also elaborate on the question or reveal that it truly does not know anything. If the spirit was being helpful(at least an adequete answer) or really didn't know anything, it gains a bonus to it Contest of Wills step equal to twice the casters spellcasting rank. If the spirit wins the contest it has several choices. It can remain to answer more questions. It may choose to leave the circle and flee or attack. It may return to the astral plane or wherever it was summoned from. Regardless after the spirit has completed the spell (either of its own volition or because the spell ended) it gains a one point increase on it's strength rating.

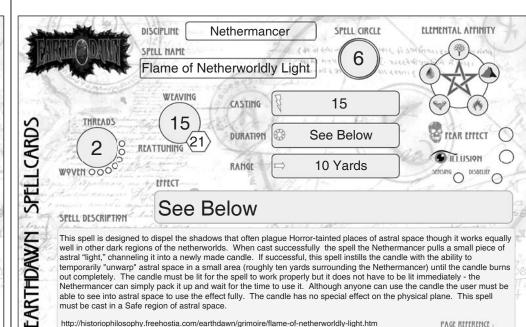
http://www.angelfire.com/sk/bootsandstuff/nsix.html

the Melee Weapon Test is rolled, but spell duration is not affected if the attack is a miss

http://www.reocities.com/TimesSquare/Ring/5472/magic/stofbatl.html

PAGE REFERENCE

Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1993-2009 by FASA Corporation, Redirick Limited. Used without permission. Any use of copyrighted material or trademarks in the file should not be viewed as a challenge to those copyrights of trademarks.

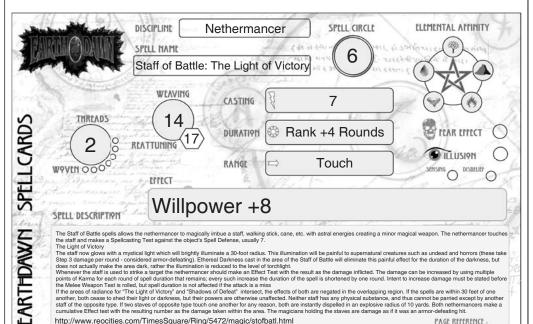


PAGE REFERENCE :

http://historiophilosophy.freehostia.com/earthdawn/grimoire/flame-of-netherworldly-light.htm

must be cast in a Safe region of astral space.

per round. Cold-resistant and cold-using creatures are not effected by this numbing ability. The staff or cane used is shattered when the spell's duration expires. http://www.reocities.com/TimesSquare/Ring/5472/magic/stofbatl.html



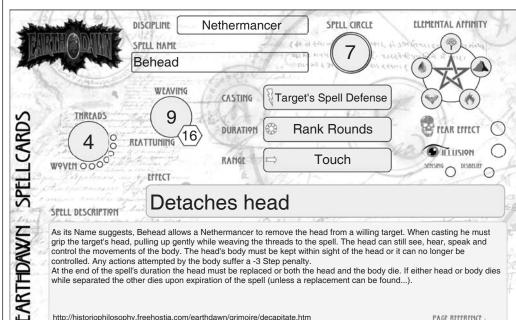
ne Meiee Weapon I ests is rolled, our speil outation is not affected if the areas of a miss. If the areas of radiance for "The Light of Victory" and "Shadows of Defeat" intersect, the effects of both are negated in the overlapping region. If the spells are within 30 feet of one another, both cease to shed their light or darkness, but their powers are otherwise unaffected. Neither staff has any physical substance, and thus cannot be parried except by another staff of the opposite type. If two no staves of opposite by the truch one another for any reason, both are instantly displayed in an explosive radius of 10 yards. Both nethermancers make a cumulative Effect test with the resulting number as the damage taken within the area. The magicians holding the staves are damage as if it was an armor-defeating hit.

Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1993-2009 by FASA Corporation, Refillrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.



Earthdown is a Registered Trademark of FASA Corporation, Original Earthdown material © 1993-2009 by FASA Corporation, RedBrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

Earthdawn is a Registered Trademark of FASA Corporation. Original Earthdawn material © 1993-2009 by FASA Corporation, Redirick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

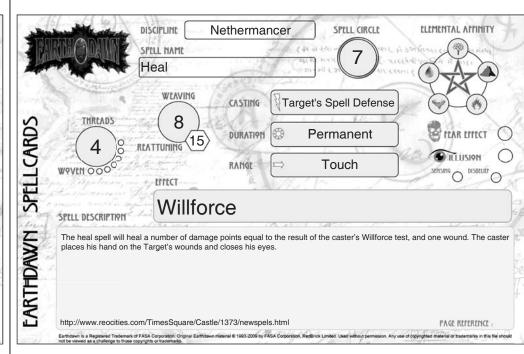


At the end of the spell's duration the head must be replaced or both the head and the body die. If either head or body dies while separated the other dies upon expiration of the spell (unless a replacement can be found...).

http://historiophilosophy.freehostia.com/earthdawn/grimoire/decapitate.htm

PAGE REFERENCE

Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown insterial © 1993-2009 by FASA Corporation, Restance Lumbed. Used without permission. Any use of copyrighted material or trademarks in this file should not be showed as a challenge to those copyright or trademarks.





Test beats the recipient's Spell Defence as well, the spirit coalesces and merges with the target. The spirit's talent Rank replaces the target's for the duration of the spell. The spirit's talent Rank is equal to the value of the Effect Test. A target can only be affected by the result of one Heroic Talent spell at any one time.

http://www.reocities.com/TimesSquare/Alley/3842/spells.html#nethermancy

PAGE REFERENCE

Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown inlaterial © 1993-2009 by FASA Corporation, Restlinick Limited. Used without permission. Any use of copyrighted inlaterial or trademarks in this file should not be viewed as a challenge to those copyright or trademarks.



single target within range and makes a Spellcasting Test. On a successful test a 'handful' of flesh is teleported 3 to 5 feet from the unfortunate's

The target will begin to bleed for 2 points of damage per 'rend' until they recieve healing or serious bandaging.

new victim, and so on, for the Hideous Rending duration. Mystic armor will help protect against this spell

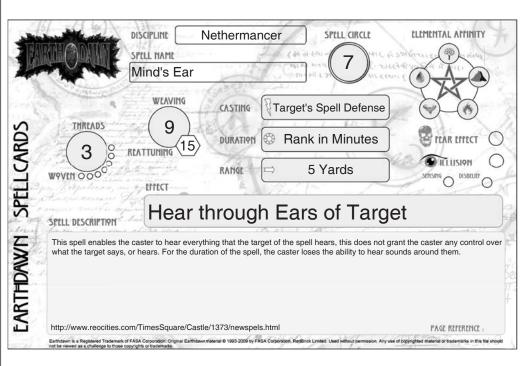
http://www.reocities.com/TimesSquare/Ring/5472/magic/rending.html

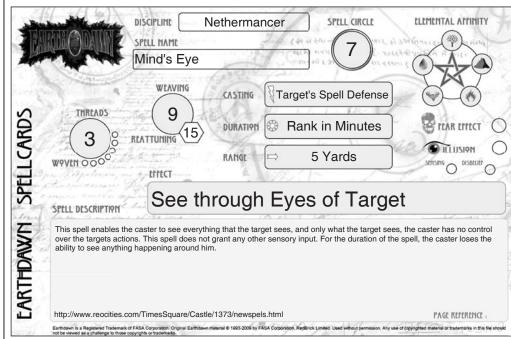
body. The result of the Effect Test is the damage that is taken per rending attack. One rending attack may be made per round while the spell last.

On an extraordinary Spellcasting success, the target loses a vital organ or chunk thereof, and must make a Toughness Test against their Wound

Threshold or expire on the spot. If the test was successful they will lapse into a coma, and can only be revived by a Heal from a Questor of Garlen or a Greater Healing potion; if not so healed, they die within 24 hours. If a target dies or falls comatose, the nethermancer may move his focus to a

Earthdawn is a Registered Trademark of FASA Corporation. Original Earthdawn material © 1993-2009 by FASA Corporation, Register, Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.







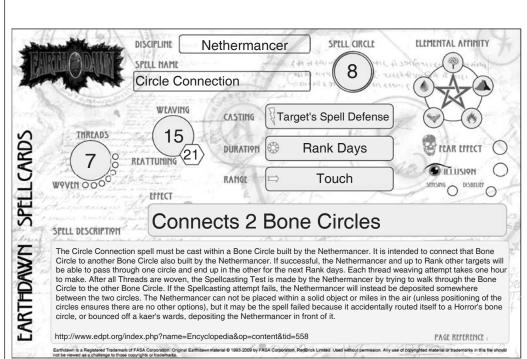


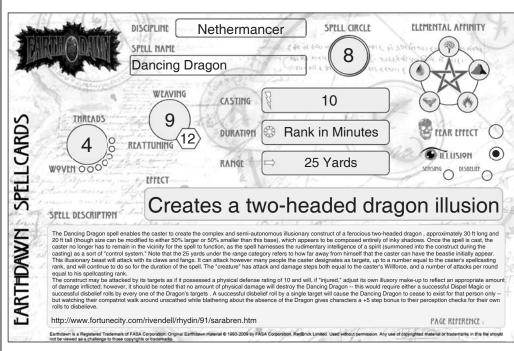
anyone who is within melee range. To attack, the caster makes a spellicasting test against the target's spell defense: if successful the magician may then roll the effect dice for damage. Only mystic armor applies against the damage. The spell has a somatic component during its casting -- the magician must swing his closed fist around as if mimicking a display of swordsmanship. Adepts should note that there is a possible drawback to this spell. As it uses pure (i.e., unfiltered) magical energy for its effect, casting this spell using raw magic adds +5 steps to both the damage and horror

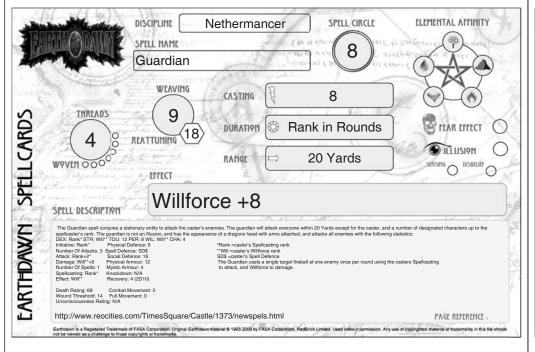
Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown insternal © 1993-2009 by FASA Corporation, Restincts Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights of trademarks.

mark tests involved in that procedure.

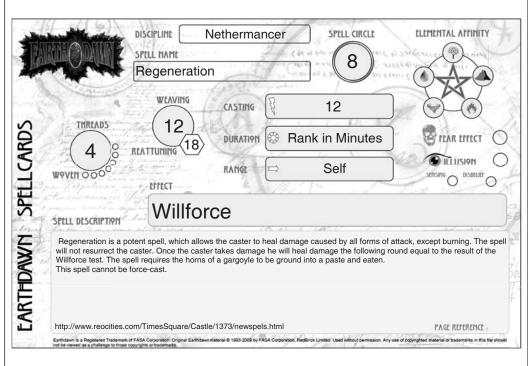
http://www.fortunecity.com/rivendell/rhydin/91/sarabren.htm

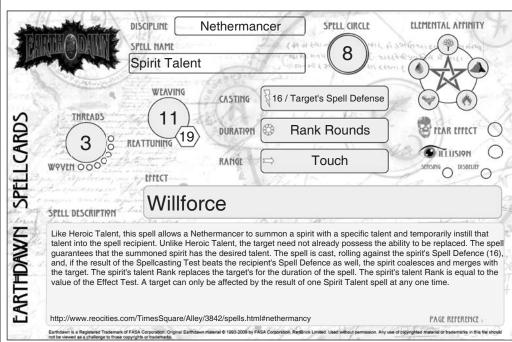






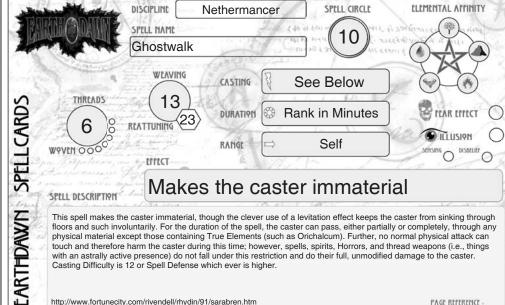








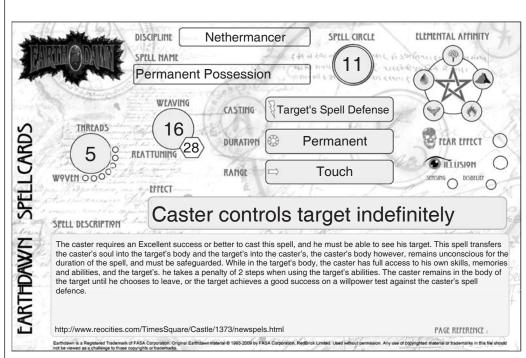
Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1903-2009 by FASA Corporation, RedBrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.

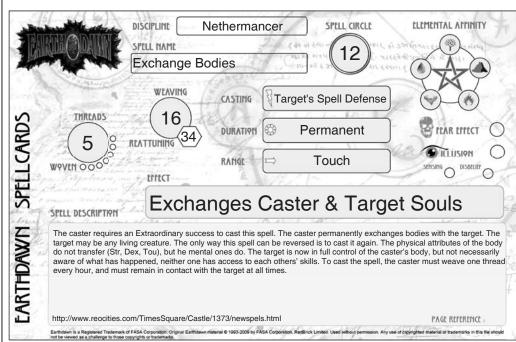


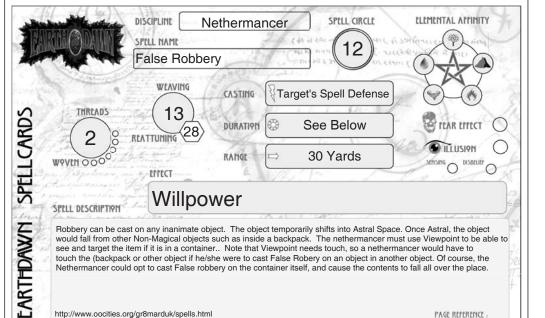
floors and such involuntarily. For the duration of the spell, the caster can pass, either partially or completely, through any physical material except those containing True Elements (such as Orichalcum). Further, no normal physical attack can touch and therefore harm the caster during this time; however, spells, spirits, Horrors, and thread weapons (i.e., things with an astrally active presence) do not fall under this restriction and do their full, unmodified damage to the caster. Casting Difficulty is 12 or Spell Defense which ever is higher.

http://www.fortunecity.com/rivendell/rhydin/91/sarabren.htm

Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown insternal © 1993-2009 by FASA Corporation, Restincts Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyright or trademarks.







Earthdown is a Registered Trademark of FASA Corporation. Original Earthdown material © 1903-2009 by FASA Corporation, RedBrick Limited. Used without permission. Any use of copyrighted material or trademarks in this file should not be viewed as a challenge to those copyrights or trademarks.